60 Mins Ages 14+ 1-5 Players

WIZKIDS™

TOMB OF ANNIHILATION™

BOARD GAME

DUNGEONS & DRAGONS®

ADVENTURE BOOK

HOW TO USE THE ADVENTURE BOOK

The *Dungeons & Dragons® Tomb of Annihilation™ Board Game* is a cooperative adventure game. You and your fellow Heroes work as a team to end the death curse plaguing the land of Chult.

For most of the adventures, you win together or lose together. Play through "Adventure 1: Favor for Jessamine" (page 3) to get a feel for how the game plays, then either continue in order, playing it as a campaign or, as with previous Adventure System games, you can still feel free to play any one of these adventures as a stand-alone experience.

Jungles of Chult (Used in adventures 1–9)
The Dungeon tiles that represent the jungle are considered outdoor Dungeon tiles.
Tomb of the Nine Gods (Used in adventures 10–13)
The Dungeon tiles that represent the tomb are considered indoor tiles.

JUNGLE TILES NEVER MIX WITH TOMB TILES.

How the Adventures Work

Each adventure contains the following sections:

Start the Adventure: Read the first boxed text aloud to set the scene of the adventure for the players. Some adventures also feature a read-aloud section when a significant scene takes place in the adventure.
Objective: What the Heroes need to accomplish to win the adventure.
Number of Heroes: How many Heroes the adventure is designed to handle. This number usually corresponds to the number of players (one Hero for each player). You can play any of the adventures as a solo experience, where you run all the Heroes yourself.
Adventure Setup: This section provides details about any special setup needs of the adventure, including notes related to Dungeon tiles, Monsters, tokens, and other game elements.
Special Adventure Rules: This section contains any new rules or rules changes to be incorporated into the adventure. It also describes any special Victory or Defeat conditions for the Heroes, as well as an Aftermath section to describe what happens between adventures.

Making Adventures More or Less Challenging

Each time the Heroes complete an adventure without losing any Healing Surges, they begin the next adventure with 1 less Healing Surge (to a minimum of 1).

Each time the Heroes are defeated, they receive 1 extra Healing Surge the next time they attempt that adventure (to a maximum of 4).

Canceling Encounters

In the *Tomb of Annihilation™* Board Game, the Heroes will adventure from different starting points in Chult. Each new adventure point is more difficult than the last and thus requires more Experience to cancel Encounters.

The Heroes begin in Port Nyanzaru, using it as a base of operations for the first three adventures. It will cost the normal 5 XP to cancel an Encounter in these adventures. However, each new location increases the expenditure of Experience Points by one. See chart below:

ADVENTURES	LOCATIONS	XP TO CANCEL
1–3	Port Nyanzaru	5 XP
4–6	Fort Beluarian	6 XP
7–9	Kir Sabal	7 XP
10–13	Tomb of the Nine Gods	8 XP

Upgrading Between Adventures

The Heroes are in a specific location after each adventure, and what town actions they can do depends on that location. Heroes can always swap out their powers and trade treasure and/or gold pieces in between adventures no matter what location they are in.

Port Nyanzaru (After Adventures 1-3)

The Marketplace: The Heroes collectively draw 4 Treasure cards after each adventure, purchasing any or all Item cards drawn that they can afford for the buy price listed on the card. Unpurchased Items are returned to the Treasure Deck before the next adventure. Additionally, Heroes may sell any Items they found during a previous adventure for the sell price listed on the card.
Advancements: Any of the 6 Port Nyanzaru Advancement tokens may be purchased for the cost listed on the token.
Level Up: The ability to upgrade to level 2 is not yet available.

Fort Beluarian (After Adventures 4-6)

Trading Post: Heroes may sell any Items they found during a previous adventure for the sell price listed on the card.
Advancements: Any of the unpurchased Port Nyanzaru Advancement tokens, as well as any of the 8 Fort Beluarian Advancement tokens may be purchased for the cost listed on the token.
Level Up: For 2,000 gold pieces, a Hero may upgrade to level 2.
Nanny Pu'pu's Healing: For 1,200 gold pieces, a Hero may purchase an extra Healing Surge for the party. Unlike normal Healing Surges, this is used only once and then discarded for good. Use the specially marked Healing Surge to indicate the purchase.

Kir Sabal (After Adventures 7-9)

Trading Post: Heroes may sell any Items they found during a previous adventure for the sell price listed on the card.
Advancements: Any of the unpurchased Port Nyanzaru and Fort Beluarian Advancement tokens, as well as any of the 6 Kir Sabal Advancements tokens may be purchased for the cost listed on the token.
Level Up: For 1,500 gold pieces, a Hero may upgrade to level 2.

Tomb of the Nine Gods (After Adventures 10-13)

Favor of the Trickster Gods: For 1,500 gold pieces, a Hero may purchase one unpurchased Advancement token from the previous areas, or upgrade to level 2. 1,500 gold pieces is the total cost of any single purchase, no matter which is chosen. Each Hero may only do this once after each adventure.

ADVENTURE 1
Favor for Jessamine

You have come to Port Nyanzaru seeking to end the strange "death curse" that has befallen the land of Chult. Magical healing has grown weaker, and in some cases begun to fail entirely, even reversing earlier healing! However, first you need a starting point, and after kicking around town for awhile, you were pleased to have an opportunity fall into your lap. The Merchant Prince Jessamine is looking for some poisonous mushrooms found in the jungle, and if you can find some for her, she may well prove to be a vital source of information for you.

Objective: Retrieve 4 poisonous mushrooms from the jungle.

Number of Heroes: 1–5 (solo experience or group adventure).

Suggested Heroes: If it is your first time playing this adventure, take Artus Cimber as your player character. Once you become experienced with the game, try this mission again with other Heroes!

Adventure Setup

Tile Set: Jungle tiles.

Special Components in this Adventure: The Clearing Tile, Mushroom Grove Tile, 4 Mushroom tokens.

Place **The Clearing** tile on the table. Place each Hero on any square of the tile.

Take the **Mushroom Grove** tile from the Dungeon tile stack and set it aside. Shuffle the rest of the Dungeon tile stack. Take 3 tiles from it, and shuffle the Mushroom Grove tile into those tiles. Then, without looking at any of the tiles, put the shuffled Mushroom Grove tile and 3 tiles into the Dungeon tile stack after the 8th tile. (This way, the Mushroom Grove tile will appear between the 9th and 12th tile drawn.)

A. Tiles 1–8

B. Tiles 9–12: Mushroom Grove tile and 3 random Dungeon tiles.

C. All other Dungeon tiles.

Special Adventure Rules

Mushroom Grove: When a Hero reveals the Mushroom Grove tile, read:

Here are the mushrooms that Jessamine wants. Now you just have to gather them up and you're on your way. Be careful, however, these mushrooms can be deadly.

Then:

- ✦ Place the 4 Mushroom tokens next to the Mushroom Grove tile.

Harvest Mushroom: This adventure features a new action that a Hero can take. When a Hero takes the Harvest Mushroom action, they roll a die. On a 6 or higher, they find a suitable sample and remove 1 Mushroom token from the pile. On a 5 or lower, the Hero takes 1 damage from the poisonous mushroom.

Victory: If all of the Mushroom tokens are removed from the pile next to the Mushroom Grove tile, the Heroes win.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: If the Heroes complete the scenario without using any Healing Surges, they each receive 200 gold pieces.

Also the marketplace at Port Nyanzaru is expanded from 4 to 6 cards for the rest of the campaign.

If the Heroes complete the scenario, but use at least 1 Healing Surge, they each receive 100 gold pieces.

In either event, make the changes listed below, then the Heroes may purchase any Advancements they wish at Port Nyanzaru.

Make the following changes to the decks:

	REMOVE	ADD
TREASURE	1 Pouch of Copper	1 Bag of Silver
MONSTERS	1 Straw Man	None
ENCOUNTERS	None	1 Assassin Vine

ADVENTURE 2
Hedge Trimming

Jessamine is searching for information to help you in your quest to end the death curse, but in the meantime asks that you rid the nearby area of a tribe of pesky vegepygmies that have started to attack travelers.

Objective: Defeat the Vegepygmy Chieftain.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Tile Set: Jungle tiles.

Special Components in this Adventure: The Clearing Tile, The Village Tile, Vegepygmy Chieftain Villain card and figure.

Place the **The Clearing** tile on the table. Place each Hero on any square of the tile.

Take **The Village** tile from the Dungeon tile stack and set it aside. Shuffle the rest of the Dungeon tile stack. Take 3 tiles from it, and shuffle the Village tile into those tiles. Then, without looking at any of the tiles, put the shuffled The Village tile and 3 tiles into the Dungeon tile stack after the 8th tile. (This way, the Village tile will appear between the 9th and 12th tile drawn.)

A. Tiles 1–8

B. Tiles 9–12: The Village tile and 3 random Dungeon tiles, shuffled together.

C. All other Dungeon tiles.

Special Adventure Rules

Village: When The Village is revealed, read:

You've found the vegepygmy village. If you defeat the Chieftain, the other vegepygmies should clear out of the area on their own.

Then:

- Instead of drawing Monster cards for the tile, the active player takes the Vegepygmy Chieftain Villain card and places the figure on the ambush site of The Village tile. As a Villain, the Vegepygmy Chieftain acts at step 2 of each player's Villain Phase.
- In addition, place any vegepygmy figures not already in play on the Monster symbols of The Village tile. Search all areas of the game, including the Monster Deck, XP pile, in front of players, and discard pile for the 3 Vegepygmy Warrior cards and remove them, placing 1 next to the Vegepygmy Chieftain Villain card. Shuffle the Monster Deck afterwards. Vegepygmy Warriors are not worth any XP for the rest of this adventure.

Victory: The Heroes win the adventure when they defeat the Vegepygmy Chieftain.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: If the Heroes complete the scenario without using any Healing Surges, they each receive 200 gold pieces.

- Assuming this already hasn't happened, the marketplace at Port Nyanzaru is expanded from 4 to 6 cards for the rest of the campaign.

If the Heroes complete the scenario, but use at least 1 Healing Surge, they each receive 100 gold pieces.

In either event, make the changes listed below, then the Heroes may purchase any Advancements they wish at Port Nyanzaru.

Make the following changes to the decks:

	REMOVE	ADD
TREASURE	1 Pouch of Copper	1 Bag of Silver 1 Chest of Gold 1 Bracers of Defense
MONSTERS	1 Straw Man	1 Vegepygmy Chieftain
ENCOUNTERS	None	1 Jaculi Strike 1 Throat Leeches

ADVENTURE 3
The Great Ape

Jessamine has found a valuable lead for you to follow up, but asks one final favor before she will turn over the information. A large, white ape has been terrorizing a nearby area, and she would like you to get rid of it. Grumbling a bit at the continued list of tasks, you head out.

Objective: Defeat the Great Ape.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Tile Set: Jungle tiles.

Special Components in this Adventure: The Clearing Tile, The Fallen Tree Tile, The Great Ape Villain card, and Girallon figure.

Place **The Clearing** tile on the table. Place each Hero on any square of the tile.

Take **The Fallen Tree** tile from the Dungeon tile stack and set it aside. Shuffle the rest of the Dungeon tile stack. Take 3 tiles from it, and shuffle The Fallen Tree tile into those tiles. Then, without looking at any of the tiles, put the shuffled The Fallen Tree tile and 3 tiles into the Dungeon tile stack after the 8th tile. (This way, The Fallen Tree tile will appear between the 9th and 12th tile drawn.)

A. Tiles 1–8

B. Tiles 9–12: The Fallen Tree tile and 3 random Dungeon tiles, shuffled together.

C. All other Dungeon tiles.

Special Adventure Rules

Fallen Tree: When The Fallen Tree is revealed, read:

The air erupts with a deafening roar as you reach the Great Ape's home. The beast is enormous, with 4 arms and a mouthful of razor-sharp fangs. Jessamine better appreciate this.

Then:

- ✦ Instead of drawing Monster cards for the tile, the active player takes the Great Ape Villain card and places the Girallon figure on the ambush site of The Fallen Tree tile. The Girallon figure represents the Great Ape. As a Villain, the Great Ape acts at step 2 of each player's Villain Phase.

Victory: The Heroes win the adventure when they defeat the Great Ape.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: If the Heroes complete the scenario without using any Healing Surges, they each receive 200 gold pieces.

- ✦ Assuming this already hasn't happened, the marketplace at Port Nyanzaru is expanded from 4 to 6 cards for the rest of the campaign.

If the Heroes complete the scenario, but use at least 1 Healing Surge, they each receive 100 gold pieces.

In either event, make the changes listed below, then the Heroes may purchase any Advancements they wish at Port Nyanzaru.

Afterwards, read:

Jessamine is as good as her word and tells you that according to the divination spells her mages cast, the death curse appears to originate from a place called the Tomb of the Nine Gods. It is rumored to be located in the lost city of Omu - but no one knows where Omu is supposed to be.

If you travel to Fort Beluarian and talk to Liara Portyr, the commander of the fort, you should be able to glean more information.

Make the following changes to the decks:

	REMOVE	ADD
TREASURE	1 Pouch of Copper	1 Bag of Silver 1 Chest of Gold 1 Crystal Ball
MONSTERS	2 Shattered Trees	1 Girallon
ENCOUNTERS	None	1 Shivering Sickness 1 Girallon's Roar 1 Spell Strike
TRAPS	None	1 Guardian Skull

ADVENTURE 4
Nanny Pu'pu

Talking to Liara Portyr at Fort Beluarian, she doesn't know where the lost city of Omu is, but she knows of a witch doctor in the area named Nanny Pu'pu who's been around seemingly forever. Perhaps she might know?

Objective: Talk to Nanny Pu'pu.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Tile Set: Jungle tiles.

Special Components in this Adventure: The Clearing Tile, Mushroom Grove Tile, Spell Strike Encounter card.

Place **The Clearing** tile on the table. Place each Hero on any square of the tile.

Take the **Mushroom Grove** tile from the Dungeon tile stack and set it aside. Shuffle the rest of the Dungeon tile stack. Take 3 tiles from it, and shuffle the Mushroom Grove tile into those tiles. Then, without looking at any of the tiles, put the shuffled Mushroom Grove tile and 3 tiles into the Dungeon tile stack after the 10th tile. (This way, the Mushroom Grove tile will appear between the 11th and 14th tile drawn.)

A. Tiles 1–10

B. Tiles 11–14: Mushroom Grove tile and 3 random Dungeon tiles.

C. All other Dungeon tiles.

Special Adventure Rules

Find the Spell Strike encounter card and add it to the Encounter Deck, placing it on top.

Each time the Spell Strike card is resolved, discarded, or would be placed on the bottom of the deck, take the top 4 cards of the Encounter Deck and, without looking at them, shuffle the Spell Strike card in with them before returning them to the top of the deck.

Mushroom Grove: When the Mushroom Grove tile is revealed, read:

A voice calls out as you approach. "I have tried to stop you, but you really must want to talk to Nanny Pu'pu. What do you want?" After explaining your quest, a hag emerges and looks you over. "You'll do, I suppose. Nanny will help you out, but you're going to have to do a couple of favors for her first."

Victory: The Heroes win the adventure when the Mushroom Grove tile is revealed.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: If the Heroes complete the scenario without using any Healing Surges, they each receive 200 gold pieces.

If the Heroes complete the scenario, but use at least 1 Healing Surge, they each receive 100 gold pieces.

In either event, make the changes listed below, then the Heroes may purchase any Advancements they wish at Fort Beluarian.

Make the following changes to the decks:

	REMOVE	ADD
TREASURE	1 Pouch of Copper	1 Cloak of Displacement 1 Ioun Stone of Mastery
MONSTERS	3 Batiri Warriors	3 Chultan Zombies 3 Batiri Zombies
ENCOUNTERS	2 Biting Insects	1 Danger from the Dark 1 The Locals are Angry

ADVENTURE 5
Undead Hunt

The first favor that Nanny Pu'pu wants is for you to clear the immediate area of undead for her. Should be easy, no?

Objective: Defeat 5 Undead Monsters.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Tile Set: Jungle tiles.

Special Components in this Adventure: The Clearing Tile.

Place **The Clearing** tile on the table. Place each Hero on any square of the tile.

Shuffle the Dungeon tile stack.

Special Adventure Rules

Track Undead: This adventure features a new action that a Hero can take. When a Hero takes the Track Undead action, he or she may spend 5 Experience Points to track the Undead. You cannot use Undead Monsters in your Experience pile for this action nor can you use them to cancel Encounter cards.

When the Experience is spent, draw cards from the Monster Deck until an Undead Monster is drawn. Place that Monster figure onto the Ambush symbol nearest to the Hero that tracked the Undead (the card goes to the Hero as a normal Monster draw):

Afterwards, shuffle the other cards you drew back into the Monster Deck.

When there are 5 Undead Monsters in the Experience pile, read:

That's enough. Nanny Pu'pu shouldn't have any more trouble with the Undead around here...for awhile, at least. Time to go see what else she wants...after you wash up back at the Fort.

Victory: The Heroes win the adventure when they have 5 Undead Monsters in their Experience pile.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: If the Heroes complete the scenario without using any Healing Surges, they each receive 200 gold pieces.

If the Heroes complete the scenario, but use at least 1 Healing Surge, they each receive 100 gold pieces.

In either event, make the changes listed below, then the Heroes may purchase any Advancements they wish at Fort Beluarian.

Make the following changes to the decks:

	REMOVE	ADD
TREASURE	None	1 Wand of Wonder
MONSTERS	3 Chultan Skeletons	3 Warded Skeletons
ENCOUNTERS	1 Friendly Chwinga	1 You are Being Watched 1 Constrictor Weed
TRAPS	1 Quicksand 1 Unnatural Storm	1 Healing Ward 1 Magical Ward 1 Warning Spell

ADVENTURE 6
Heart of Ubtao

Shivering, you look down from the immense height you find yourself at. After explaining that a strange sorceress had moved into her territory and that she wanted you to drive her off, Nanny Pu'Pu summoned up some strange leathery birds which fly you up to a large piece of earth floating up in the sky. This is the Heart of Ubtao, where dwells the sorceress you've been told to evict.

Objective: Defeat Valindra Shadowmantle.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Tile Set: Jungle tiles.

Special Components in this Adventure: The Clearing Tile, The Windy Hill Tile, The Hollow Tree Tile, Valindra Shadowmantle Villain card and figure.

Place **The Clearing** tile on the table. Place each Hero on any square of the tile.

Take **The Windy Hill** tile from the Dungeon tile stack and set it aside. Shuffle the rest of the Dungeon tile stack. Take 3 tiles from it, and shuffle The Windy Hill tile into those tiles. Then, without looking at any of the tiles, put the shuffled The Windy Hill and 3 tiles into the Dungeon tile stack after the 8th tile. (This way, The Windy Hill tile will appear between the 9th and 12th tile drawn.)

Set aside the The Hollow Tree tile.

A. Tiles 1–8

B. Tiles 9–12: The Windy Hill tile and 3 random Dungeon tiles.

C. All other Dungeon tiles.

Special Adventure Rules

Windy Hill: When The Windy Hill tile is revealed, set it aside and place The Hollow Tree tile adjacent to the closest unexplored edge. Then read:

A beautiful elf stands before you, inside a huge hollow tree. Something about her terrifies you, but you're not sure what until she drops her illusion for a moment, revealing a hideous undead visage. As quickly as it fell, the illusion is back, and she smiles sweetly at you. "So, the old hag wants me to leave, eh? I'm afraid you're going to have to be awfully convincing if you want Valindra Shadowmantle to go." With that, she begins to cast a spell.

Then:

- Instead of drawing Monster cards for the tile, the active player takes the Valindra Shadowmantle Villain card and places the Valindra figure on the Hollow Tree tile. As a Villain, Valindra Shadowmantle acts at step 2 of each player's Villain Phase.

When Valindra Shadowmantle is defeated, read:

With a powerful blow, Valindra Shadowmantle is defeated. However, as she kneels on the ground, she looks at you with only mild disinterest. "Bothersome," she says, "I suppose I'll make myself scarce for awhile after all. Tell that old hag hello for me, will you?" With that, she teleports away.

Victory: The Heroes win the adventure when they defeat Valindra.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: If the Heroes complete the scenario without using any Healing Surges, they each receive 300 gold pieces.

If the Heroes complete the scenario, but use at least 1 Healing Surge, they each receive 200 gold pieces.

In either event, make the changes listed below, then the Heroes may purchase any Advancements they wish at Fort Beluarian.

Afterwards, read:

Nanny Pu'pu smiles crookedly at you. "Very well, you've done as Nanny asked, so she will give you the next bread crumb on the trail you follow. Here is a map to the city of Omu, but you will have to carefully search for the Tomb on your own. I recommend you go to the monastery of Kir Sabal, which is near the city. They can help you out."

Make the following changes to the decks:

	REMOVE	ADD
TREASURE	None	1 Dancing Blade 1 Ruat Part of the Rod of Seven Parts
MONSTERS	1 Girallon	1 Girallon Zombie
ENCOUNTERS	2 Crushing Humidity	1 You are Being Watched 1 Assassin Vine

ADVENTURE 7
Watch the Skies

Upon arriving at Kir Sabal, you are greeted by a number of aarakocra, or bird people, who treat you suspiciously. Peering curiously at you from behind them, you see a couple of human children, but when they notice that they've been seen, they duck out of sight. The aarakocra agree to let you use Kir Sabal as a base, but only if you defeat a Pterafolk named Nrakka who's been attacking them every chance he gets.

Objective: Defeat Nrakka.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Tile Set: Jungle tiles.

Special Components in this Adventure: The Clearing Tile, The Windy Hill Tile, Nrakka Villain card and figure.

Place **The Clearing** tile on the table. Place each Hero on any square of the tile.

Take **The Windy Hill** tile from the Dungeon tile stack and set it aside. Shuffle the rest of the Dungeon tile stack. Take 3 tiles from it, and shuffle The Windy Hill tile into those tiles. Then, without looking at any of the tiles, put the shuffled The Windy Hill and 3 tiles into the Dungeon tile stack after the 8th tile. (This way, The Windy Hill tile will appear between the 9th and 12th tile drawn.)

A. Tiles 1–8

B. Tiles 9–12: The Windy Hill tile and 3 random Dungeon tiles.

C. All other Dungeon tiles.

Special Adventure Rules

Windy Hill: When The Windy Hill tile is revealed, read:

A humanoid creature with leathery wings sneers at you as you climb the hill. "Bird people sent you to fight Nrakka. Bird people sent you to die." With that, he launches himself into the air and attacks!

Then:

- ✦ Instead of drawing Monster cards for the tile, the active player takes the Nrakka Villain card and places the Nrakka figure on The Windy Hill tile. As a Villain, Nrakka acts at step 2 of each player's Villain Phase.

When Nrakka is defeated, read:

Returning to Kir Sabal, you find yourself receiving a much warmer welcome this time. The aarakocra apologize for being standoffish, but they introduce the two children you saw earlier to you as Princess Mwaxanaré and Na, her little brother. They are the rightful rulers of the city of Omu, which has been taken over by monsters, including a yuan-ti named Ras Nsi. Perhaps they can be more use to you than you thought?

Victory: The Heroes win the adventure when they defeat Nrakka.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: If the Heroes complete the scenario without using any Healing Surges, they each receive 300 gold pieces.

If the Heroes complete the scenario, but use at least 1 Healing Surge, they each receive 200 gold pieces.

In either event, make the changes listed below, then the Heroes may purchase any Advancements they wish at Kir Sabal.

Make the following changes to the decks:

	REMOVE	ADD
TREASURE	None	1 Belt of Hill Giant Strength
MONSTERS	1 Zorbo	2 Pterafolk
ENCOUNTERS	2 Zabou Mushroom Spores 1 Throat Leeches	1 Mocking Laughter

ADVENTURE 8
Little Lost Boy

The next morning, the monastery is in a panic. Young Princess Mwaxanaré addresses you, clearly distressed, but still attempting to project an air of authority. "My brother Na is missing! Please, help us find him! Search the jungle nearby, he can't have gone far!" Hurrying down into the jungle, you hope that nothing has happened to the little boy.

Objective: Find and return Na.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Tile Set: Jungle tiles.

Special Components in this Adventure: The Clearing Tile, The Fallen Tree Tile, Na token.

Place **The Clearing** tile on the table. Place each Hero on any square of the tile.

Take **The Fallen Tree** tile from the Dungeon tile stack and set it aside. Shuffle the rest of the Dungeon tile stack. Take 3 tiles from it, and shuffle The Fallen Tree tile into those tiles. Then, without looking at any of the tiles, put the shuffled The Fallen Tree and 3 tiles into the Dungeon tile stack after the 8th tile. (This way, The Fallen Tree tile will appear between the 9th and 12th tile drawn.)

A. Tiles 1–8

B. Tiles 9–12: The Fallen Tree tile and 3 random Dungeon tiles.

C. All other Dungeon tiles.

Special Adventure Rules

Fallen Tree: When The Fallen Tree tile is revealed, read:

A freshly fallen tree lies on the ground in front of you, and you almost pass it by before you hear a pained groan. Brushing aside some foliage, you find Na, his leg pinned beneath the tree. After a bit of work, you get him free. Now you just need to get him home safely through the jungle.

Then:

- Instead of drawing Monster cards for the tile, the active player places the Na token on the Ambush symbol of the tile.
- As an action, any Hero on or adjacent to the Na token may pick him up. While carrying Na, the Hero's speed is reduced by 2, and no movement by tile (such as Asharra's Flight) is possible.
- In addition, the Hero attacks at a -4 penalty to all attacks.
- A Hero can pass Na to an adjacent Hero or a Hero can take Na from an adjacent Hero. Doing either uses an action.
- The Hero carrying Na is always considered to be the closest Hero to all Monsters when the Monsters are moving.
- If the Hero carrying Na uses a Healing Surge, the Heroes are immediately defeated and the adventure ends.

If the Hero carrying Na moves onto the Clearing tile, read:

You are greeted by a joyful group as you return to the monastery, and a crying Princess thanks you profusely for saving her little brother. A feast is thrown in your honor that lasts well into the night.

Victory: The Heroes win the adventure when they move Na onto the Clearing Tile.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining, or if the Hero carrying Na uses a Healing Surge at any time.

Aftermath: If the Heroes complete the scenario without using any Healing Surges, they each receive 300 gold pieces.

If the Heroes complete the scenario, but use at least 1 Healing Surge, they each receive 200 gold pieces.

In either event, make the changes listed below, then the Heroes may purchase any Advancements they wish at Kir Sabal.

Make the following changes to the decks:

	REMOVE	ADD
TREASURE	None	1 Shagambi's Blessing
MONSTERS	None	1 Zorbo 1 Su Monster
ENCOUNTERS	1 Shivering Sickness 1 Triceratops Attack	1 Dark Influence

ADVENTURE 9
Ras Nsi

The aarakocra come to you with an ancient map. "After some research, we believe that the Tomb you seek lies beneath Ras Nsi's fortress. We can help get you in, but after that you're on your own, as we still have the children to protect."

Objective: Defeat Ras Nsi.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Tile Set: Jungle tiles.

Special Components in this Adventure: The Clearing Tile, The Fallen Tree Tile, The Ruin Tile, Ras Nsi Villain card and figure.

Place **The Clearing** tile on the table. Place each Hero on any square of the tile.

Take **The Fallen Tree** tile from the Dungeon tile stack and set it aside. Shuffle the rest of the Dungeon tile stack. Take 3 tiles from it, and shuffle The Fallen Tree tile into those tiles. Then, without looking at any of the tiles, put the shuffled The Fallen Tree and 3 tiles into the Dungeon tile stack after the 8th tile. (This way, The Fallen Tree tile will appear between the 9th and 12th tile drawn.)

Set aside **The Ruin** tile.

A. Tiles 1–8

B. Tiles 9–12: The Fallen Tree tile and 3 random Dungeon tiles.

C. All other Dungeon tiles.

Special Adventure Rules

Fallen Tree: When The Fallen Tree is revealed, set it aside and place The Ruin tile adjacent to the closest unexplored edge. Then read:

A large yuan-ti malison hisses at the sight of you. "I am not sure why you have come here, interlopers, but you should treasure these last moments you have on this earth. I will send you to greet Dendar the Night Serpent, as I have sent so many others." With that, he draws a flaming greatsword and attacks!

Then:

- ✦ Instead of drawing Monster cards for the tile, the active player takes the Ras Nsi Villain card and places the figure on The Ruin tile. As a Villain, Ras Nsi acts at step 2 of each player's Villain Phase.

When Ras Nsi is defeated, read:

With a final painful hiss, Ras Nsi collapses to the ground, his greatsword skittering across the floor. "So, this is where I fall. Very well, I take solace in the knowledge that Acererak will consume your souls utterly." Laughing, he lets out a pained gasp and grows still.

Victory: The Heroes win the adventure when they defeat Ras Nsi.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: If the Heroes complete the scenario without using any Healing Surges, they each receive 300 gold pieces.

If the Heroes complete the scenario, but use at least 1 Healing Surge, they each receive 200 gold pieces.

In either event, make the changes listed below, then the Heroes may purchase any Advancements they wish at Kir Sabal.

In addition, the Hero who struck the final blow to Ras Nsi receives the Ras Nsi's Flame Tongue Greatsword Treasure card. The Hero may either keep it or give it to a different Hero.

Make the following changes to the decks:

	REMOVE	ADD
TREASURE	None	1 Papazotl's Blessing
MONSTERS	1 Zorbo 2 Su Monster	1 Skeleton Key
ENCOUNTERS	1 Girallon's Roar 1 Jaculi Strike 1 The Locals are Angry	1 Traps Reset
TRAPS	8 "Safe" Trap tokens	1 Anti-Magic Ward 1 Magical Fountain 4 "Draw" Trap tokens

ADVENTURE 10
The Unwilling Key

Having resupplied one last time at Kir Sabal, you descend into the Tomb of the Nine Gods, which lay beneath Ras Nsi's fortress. Bas reliefs on the wall show Acererak, the legendary archlich, coming to this land and defeating the Nine Trickster Gods, who he has sealed inside this Tomb. Although frightened by the evidence of his power, you know that your quest is growing near its end.

Objective: Defeat the Giant 4-Armed Gargoyle.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Tile Set: Tomb tiles.

Special Components in this Adventure: The Dead End Tile, Devil Face #1 Tile, a Devil Face standee, Skeleton Key monster card, and Giant 4-Armed Gargoyle Villain card and figure.

Place **The Dead End** tile on the table. Place each Hero on any square of the tile.

Take the **Devil Face #1** tile from the Dungeon tile stack and set it aside. Shuffle the rest of the Dungeon tile stack. Take 3 tiles from it, and shuffle the Devil Face #1 tile into those tiles. Then, without looking at any of the tiles, put the shuffled Devil Face #1 and 3 tiles into the Dungeon tile stack after the 8th tile. (This way, the Devil Face #1 tile will appear between the 9th and 12th tile drawn.)

Set the Skeleton Key monster card aside, then shuffle the Monster Deck. Insert the Skeleton Key card in the Monster Deck as the 10th card from the top.

A. Tiles 1–8

B. Tiles 9–12: Devil Face #1 tile and 3 random Dungeon tiles.

C. All other Dungeon tiles.

Special Adventure Rules

Devil Face #1: When the Devil Face #1 tile is revealed, read:

Ahead of you seems to be a huge green sculpture of a devil head with its mouth closed. A strangely-shaped hole near it seems to jog your memory.

Place a Devil Face standee on the space marked Devil Face #1. The Devil Face doesn't move and cannot be attacked.

If a Hero on the Devil Face #1 tile uses an action while the Skeleton Key monster card is in the party's Experience pile, read:

Pulling out the oddly-shaped skull of the skeleton you defeated earlier, you insert it in the hole and give it a twist. With a grinding noise, the devil face opens up, and suddenly a huge gargoyle flies out, striking at you!

Then:

The active Hero takes the Giant 4-Armed Gargoyle Villain card and places the figure on the nearest tile with no Heroes on it. On its way to this tile, the Giant 4-Armed Gargoyle claws once at each Hero on the Devil Face #1 tile.

Otherwise, as a Villain, the Giant 4-Armed Gargoyle acts at step 2 of each player's Villain Phase.

Victory: The Heroes win the adventure when they defeat the Giant 4-Armed Gargoyle.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: If the Heroes complete the scenario without using any Healing Surges, they each receive 300 gold pieces.

If the Heroes complete the scenario, but use at least 1 Healing Surge, they each receive 200 gold pieces.

In either event, make the changes listed below, then the Heroes may purchase any Advancements they wish in the Tomb of the Nine Gods.

Make the following changes to the decks:

	REMOVE	ADD
MONSTERS	1 Skeleton Key	1 Giant 4-Armed Gargoyle
ENCOUNTERS	None	1 Diabolical Trap!
TRAPS	None	1 Acidic Spray 1 Whirling Blades

ADVENTURE 11

Misty Passages

Delving deeper into the Tomb, you arrive at a corridor filled with a faint fog, which is emanating from a misty archway nearby. A mural on the wall shows several people stepping into 3 different archways at the same time.

Objective: Enter the Misty Arches.

Number of Heroes: 3–5 (group adventure).

Adventure Setup

Tile Set: Tomb tiles.

Special Components in this Adventure: Misty Arch #1 Tile, Misty Arch #2 Tile, Misty Arch #3 Tile, 3 Misty Arch standees.

Place the **Misty Arch #1** tile on the table, with a Misty Arch standee on the tile where it says Misty Arch #1. The Misty Arch doesn't move and cannot be attacked. Place each Hero on any square of the tile.

Take the **Misty Arch #2** and **Misty Arch #3** tiles from the Dungeon tile stack and set them aside. Shuffle the rest of the Dungeon tile stack. Take 6 tiles from it, and shuffle the Misty Arch #2 tile into 3 of those tiles, and shuffle the Misty Arch #3 tile into the other 3 tiles. Put the Misty Arch #2 stack on top of the Misty Arch #3 stack. Then, without looking at any of the tiles, put the combined Misty Arch #2 and #3 stack into the Dungeon tile stack after the 5th tile. (This way, the Misty Arch #2 tile will appear between the 6th and 9th tile drawn, while the Misty Arch #3 tile will appear between the 10th and 13th tile drawn.)

Special Adventure Rules

Misty Arch #2: When the Misty Arch #2 tile is revealed, read:

There's a second archway. There should hopefully be one more around here.

Then:

Place a Misty Arch standee on the tile where it says Misty Arch #2.

Misty Arch #3: When the Misty Arch #3 tile is revealed, read:

And there's the third archway. Now perhaps if you enter all three archways at the same time...

Then:

Place a Misty Arch standee on the tile where it says Misty Arch #3.

Then:

When at least 1 Hero is adjacent to all 3 Misty Arches, read:

As you simultaneously approach all three misty arches, the mist parts, and you feel yourself drawn through. As you do so, however, you hear...laughter?

Victory: The Heroes win the adventure when at least 1 Hero is adjacent to all three Misty Arches at the same time.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: If the Heroes complete the scenario without using any Healing Surges, they each receive 300 gold pieces.

If the Heroes complete the scenario, but use at least 1 Healing Surge, they each receive 200 gold pieces.

After completing this scenario, Acererak has played a foul trick on the Heroes. Each Hero, if possible, must discard 1 of their Items at random. These cards are lost forever in the mists and are removed from the Treasure Deck. If a card would be discarded that cannot be discarded, choose another Item at random.

In either event, make the changes listed below, then the Heroes may purchase any Advancements they wish in the Tomb of the Nine Gods.

Make the following changes to the decks:

	REMOVE	ADD
ENCOUNTERS	None	2 Exhaustion
TRAPS	None	1 Rotating Room 1 Teleport Glyph

ADVENTURE 12
The Juggernaut

Falling out of what seems to be a solid stone ceiling, you find yourself lying on the floor in a corridor. However, a rapidly-approaching rumble suggests this isn't a good time to take a nap!

Objective: Escape the Juggernaut.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Tile Set: Tomb tiles.

Special Components in this Adventure: The Dead End Tile, Devil Face #1 Tile, Stone Juggernaut Villain card and figure.

Place **The Dead End** tile on the table, and place the Stone Juggernaut figure on it as shown.

Place each Hero on any square of the tile, preferably as far away from the Stone Juggernaut as possible.

Take the **Devil Face #1** tile from the Dungeon tile stack and set it aside. Shuffle the rest of the Dungeon tile stack. Take 3 tiles from it, and shuffle the Devil Face #1 tile into those tiles. Then, without looking at any of the tiles, put the shuffled Devil Face #1 and 3 tiles into the Dungeon tile stack after the 8th tile. (This way, the Devil Face #1 tile will appear between the 9th and 12th tile drawn.)

Special Adventure Rules

Stone Juggernaut: After the final Hero has taken their first complete turn, read:

Suddenly, you can make out what's approaching you. It appears to be an enormous stone statue atop two massive marble rollers. You don't like your chances if it catches you with those!

Then:

Give the Stone Juggernaut Villain card to the Hero who just completed their turn. Although it is a Villain, the Stone Juggernaut only activates during step 2 of **that** Hero's Villain Phase.

Devil Face #1: When the Devil Face #1 tile is revealed, read:

Another devil face lies just ahead, open this time! Hurry up, it's too small for the Juggernaut to fit through!

Then:

Place a Devil Face standee on the tile, where it says Devil Face #1. The Devil Face doesn't move and cannot be attacked.

When all Heroes are on the Devil Face #1 tile, read:

In a panic, you fling yourselves through the devil's mouth, right before the Juggernaut smashes into it with a thunderous crash, causing the entire level you just left to collapse behind you.

Victory: The Heroes win the adventure when all Heroes are on the Devil Face #1 tile at the same time.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining, or if the Stone Juggernaut moves onto the Devil Face #1 tile before all the Heroes get there.

Aftermath: If the Heroes complete the scenario without using any Healing Surges, they each receive 300 gold pieces.

If the Heroes complete the scenario, but use at least 1 Healing Surge, they each receive 200 gold pieces.

In either event, make the changes listed below, then the Heroes may purchase any Advancements they wish in the Tomb of the Nine Gods.

Make the following changes to the decks:

	REMOVE	ADD
TRAPS	None	1 Murderous Mural 1 The Death Curse Grows

ADVENTURE 13
Acererak's Crypt

You've found your way to the deepest part of the Tomb of the Nine Gods, and a voice rings out, "I see I have visitors. Why don't you make your way to my crypt, and then I'll greet you properly."

Objective: Defeat Acererak.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Tile Set: Tomb tiles.

Special Components in this Adventure: Devil Face #1 Tile, Devil Face #2 Tile, Acererak's Crypt Tile, Acererak Villain card and figure.

Place the **Devil Face #2** tile on the table. Place a Devil Face standee on the tile, where it says Devil Face #2.
The Devil Face does not move and cannot be attacked.

Place each Hero on any square of the tile.

Take the **Devil Face #1** tile from the Dungeon tile stack and set it aside. Shuffle the rest of the Dungeon tile stack. Take 3 tiles from it, and shuffle the Devil Face #1 tile into those tiles. Then, without looking at any of the tiles, put the shuffled Devil Face #1 and 3 tiles into the Dungeon tile stack after the 8th tile. (This way, the Devil Face #1 tile will appear between the 9th and 12th tile drawn.)

Set aside the Acererak's Crypt tile.

Special Adventure Rules

Devil Face #1: When the Devil Face #1 tile is revealed, set it aside and place the Acererak's Crypt tile adjacent to the closest unexplored edge. Then read:

"Excellent. You've made good time. I was starting to grow bored." The skeletal figure wrapped in moldered robes floating in front of you can be none other than the legendary archlich, Acererak. As you feel the evil flowing off of him, he smirks at you, the bone showing through his cheek, "It seems like a long way to travel just to die, but who am I to complain?"

Then:

Instead of drawing Monster cards for the tile, the active player takes the Acererak Villain card and places the figure on the Acererak's Crypt tile. As a Villain, Acererak acts at step 2 of each player's Villain Phase.

When Acererak is reduced to 4 or fewer Hit Points, read:

"You gnats! How dare you! No matter, I'll simply take a moment to recover and then your souls will fill my belly nicely."

Adventure End

Victory: The Heroes win the adventure when they defeat Acererak.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

If the Heroes **won** the adventure, read:

With a shriek, Acererak is torn apart by your attacks. As he dissolves, he screams at you in fury, "Fools! I am eternal, and when I return, I will torture your souls for all eternity!"

All is still. Then, nine voices speak in unison, "Well done, Heroes. You have driven the archlich from this place, and now we can repay you by lifting his death curse from the land. Acererak may well return some day, but you have the thanks of the Nine Trickster Gods." As they finish speaking, a light begins to fill the room, and with a blinding flash, you find yourself back outside Kir Sabal, where you receive a welcome suitable for heroes of legend such as yourselves!

If the Heroes **lose** the adventure, read:

Panting and desperate, you reach across the floor for your weapon, only for Acererak to lightly kick it out of reach. "You are the last, so you have my congratulations. Your corpse will serve me in a position of honor. But enough talk, I grow hungry." The archlich opens his skeletal mouth, and you see the jeweled teeth that lie within. They fascinate you even as they grow to fill your vision. Then one tooth, brilliantly colored. Then darkness.

Your First Game

If this is your first game, use the Power cards suggested below for your Hero. Once you're more familiar with the game, you can choose your own Power cards.

Artus Cimber, Human Ranger:
AT–WILL (Bookmark, Careful Shot), **DAILY POWER** (Twisting Strike), **UTILITY POWER** (Lightning Reflexes, Jump), **RING OF WINTER** (Cone of Cold, Icy Fist)

Asharra, Aarakocra Wizard:
AT–WILL (Acid Splash, Chromatic Orb), **DAILY POWER** (Scorching Ray), **UTILITY POWER** (Mage Armor, Web)

Birdsong, Tabaxi Bard:
AT–WILL (Bardic Inspiration, Flashing Blade), **DAILY POWER** (Song of Rest), **UTILITY POWER (**Bardic Lore, Dispel Magic)

Dragonbait, Saurial Paladin:
AT–WILL (Holy Avenger, Swift Strikes), **DAILY POWER** (Grievous Strike), **UTILITY POWER** (Shen-state, Last Stand)

Qawasha, Human Druid:
AT–WILL (Shillelagh, Produce Flame), **DAILY POWER** (Call Lightning), **UTILITY POWER** (Longstrider, Barkskin)

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A D&D® Adventure System Cooperative Game

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